

**FREE STICKERS!**

£1.20 • No 87  
7 OCTOBER 1996  
EVERY FORTNIGHT

e  
**STC3**  
Archive  
UK's OFFICIAL SEGA COMIC

# SONIC

## THE COMIC

**SONIC**

**KNUCKLES**

**TAILS**

**THREE NEW STORIES!**

**STICK IT  
TO 'EM!**

**SONIC 2 @ ZONE!**

**TIM TIM REVIEW!**



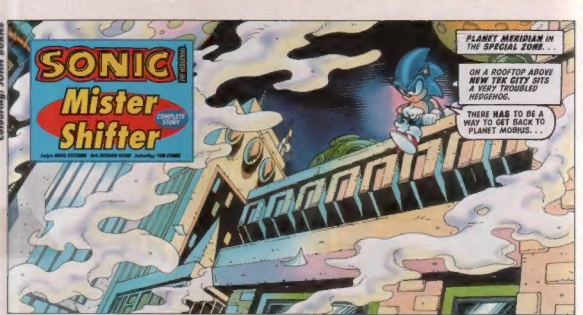
**NIGHTS NEWS!**  
**SEGA's LATEST SATURN RELEASE!**

FREE STICKERS  
MISSING?  
ALERT YOUR  
SUPERAGENT  
NOW!









PLANET MERIDIAN IN  
THE SPECIAL ZONE...

ON A ROOFTOP ABOVE  
NEW TEK CITY SITS  
A VERY TROUBLED  
HEDGEHOG.

THERE HAS TO BE A  
WAY TO GET BACK TO  
PLANET MOBIUS...

Script: MIKE GUTTERMAN Art: STEPHEN GILBERT Inks: TONY FORD



BUT WITH THE  
OMNI-VIEWER\* OUT  
OF ACTION AND NO  
STAR POSTS, I CAN'T  
THINK OF ANY  
OTHER WAY TO  
TRAVEL BETWEEN  
DIMENSIONS!

\*SEE LAST ISSUE—  
Megadroid

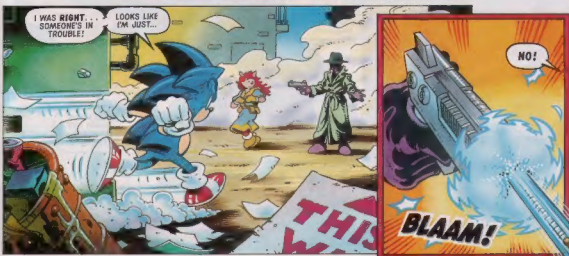
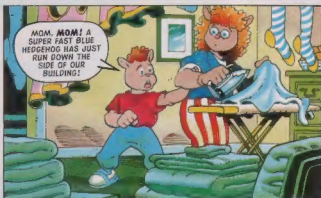
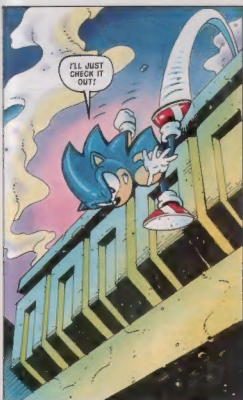


I JUST HOPE TAILS AND  
THE GANG ARE DOING  
OKAY WITHOUT ME...  
HOPEFULLY, ROBOTNIK  
WOON'T NOTICE THAT  
I'VE GONE YET...



WHAT? THAT  
SOUNDS LIKE  
SOMEONE  
SCREAMING!











YOU MEAN YOU'RE NOT JUST A BIG, UGLY, PURPLE GUY, WHO'S MADE OF PLASTICINE!



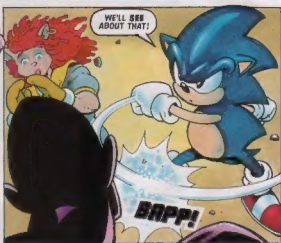
YOU JERK, I'M MADE OUT OF RADIOACTIVE META-CLAY, WHICH I CAN HARDEN TO THE CONSISTENCY OF CONCRETE!



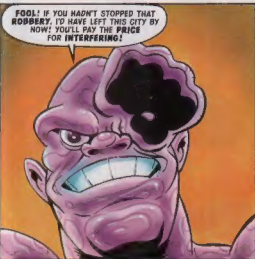
ON THE OTHER HAND, I CAN ALSO KEEP MY BODY SOFT... YOU CAN'T BEAT ME, YOU DUMB HEDGEHOG!



WE'LL SEE ABOUT THAT!



FOOL! IF YOU HADN'T STOPPED THAT ROBBERY, I'D HAVE LEFT THIS CITY BY NOW! YOU'LL PAY THE PRICE FOR INTERFERING!



MY FEET, WHAT?

HAHAHAHA!

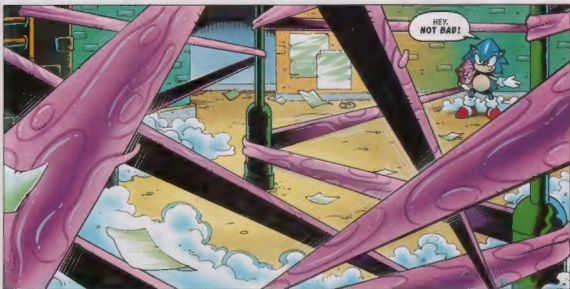
LET'S SEE HOW FAST YOU CAN RUN NOW!



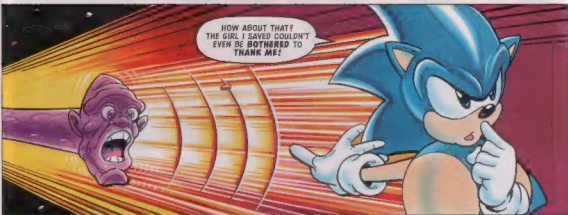




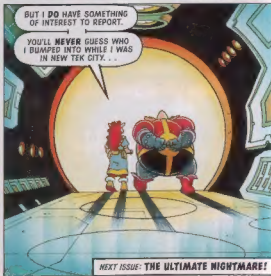
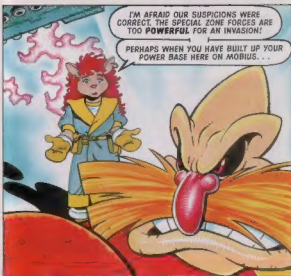








AT THAT INSTANT IN CITADEL ROBOTNIK,  
METROPOLIS ZONE!



NEXT ISSUE: THE ULTIMATE NIGHTMARE!



# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 - YAHNSVILLE

40-70 - ADAMSVILLE  
70-80 - FUN CITY

80-90 - BIG TIME CITY  
OVER 90 - MEGA CITY

## SHINING WISDOM

Reviewed by David Gibben

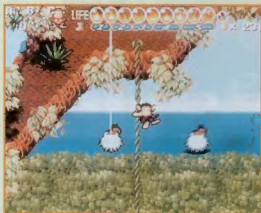
SATURN

SATURN

GAME TYPE: ROLE-PLAYING  
PLAYERS: 1

PUBLISHER: SEGA  
PRICE: £39.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



Role-playing games, where the controller is the hero/heroine and interacts with characters, sell as fast as rice cakes in Japan! Because of this, Sega have selected the best games and converted them for the UK market, hence *Shining Wisdom*.

Here's the story behind the game: as controller, you play a guard for the King of Odegan, ruler of the largest kingdom in all of Palacia (who thought up these names?). It's your job to defend the King with your life - apparently, old Japanese tradition say, it's the honourable thing to do!

Starting off at your grandparents' home, you get the chance to explore the place and find out



some interesting tales from the local folk. The game allows you to carry out magic spells, pick up treasure, climb vines - and you're able to talk to people!

Graphically, *Shining Wisdom* looks more 'Mega Drive-ish' than 32-bit Saturn generated. However, the gameplay really excels. It's handy that this game includes a save option, because it has a maze of levels and things to do. It'll take ages to complete, but all will be revealed as you go along.

### FINAL COUNTDOWN

#### RAVES

A huge game - good value for money!



GRAPHICS 78

SOUND 62

#### GRAVES

Takes ages to complete!



PLAYABILITY 87

OVERALL 84



# TIN TIN IN TIBET

Reviewed by David Gibson



GAME TYPE: ACTION ADVENTURE  
PLAYERS: 1

PUBLISHER: INFOGRADES  
PRICE: £39.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



Which cartoon character is so popular that the TV series is shown in 35 different countries, and whose comic sells over four million copies a year? Sonic, you say? Well, actually it's Tin Tin - the investigative newspaper journalist who has adventures with his faithful dog, Snowy! Well, the good news is that now there's a Mega Drive game available called *Tin Tin in Tibet*, based on this historic comic book character.

The object of the game is to help Tin Tin find his missing friend, T Chang. The game is played over 13 levels, each one giving the hero a different task to complete. The levels include The Train where Tin Tin dodges parcels as they fall from a moving train, then with the aid of boxes, he has to cross a

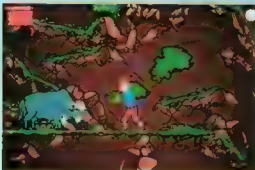


dangerous bridge, complete with broken track - no mean feat! The Falaise level features Tin Tin and the Captain using ropes to climb up the side of a mountain and help them through a snow storm, in order to defeat the Yeti in Bigfoot's den. Things get even more weird and wacky as the game progresses!

Tin Tin's range of moves include walking, running, bending and swimming, picking up objects

and speaking to characters! Graphically, the game is excellent with Tin Tin using 650 frames of animation alone, enabling him to move backwards and forwards on the screen and really capture the look of the original cartoon.

Although *Tin Tin in Tibet* is basically a platform game with add-ons, the range and variety of tasks makes it stand out from the crowd.



## FINAL VERDICT

### RAVES

Action with plenty of variation!



GRAPHICS 84

SOUND 72

### GRAVES

Some tasks could be difficult for younger players.



PLAYABILITY 82

OVERALL 80



**NEW  
STORY**

ONLY THE GREAT  
MOBYAN PRIZE  
STANDS BETWEEN  
KNUCKLES AND  
THE METROPOLIS  
ZONE AND THE  
HOPE OF RETURNING  
TO THE FLOATING  
ISLAND.

# KNUCKLES

**THE GOOD,  
THE BAD  
AND THE  
ECHIDNA**



Script:

NIGEL KITCHING

Art:

NIGEL WORTH

Lettering:

OLIVER TOLL

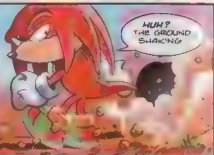


AND IT'S A VERY  
LONG WAY WHEN  
YOU'RE DRAGGING  
A CHEST FULL OF  
ANCIENT FLOAT-  
ING ISLAND  
DOCUMENTS

I'VE  
BEEN AWAY FROM  
THE FLOATING ISLAND  
FOR A LONG TIME... I  
HOPE EVERYTHING'S  
OKAY!

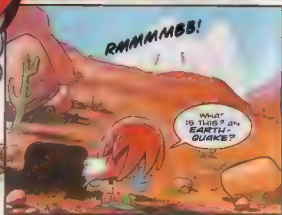


HUH?  
THE GROUND  
SHAKING



**RAHHHMBB!**

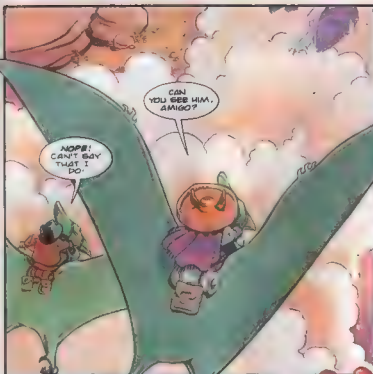
WHAT  
IS THIS? AN  
EARTH-  
QUAKE?











CAN YOU SEE HIM, AMIGO?

NOPE! CAN'T SAY THAT I DO.



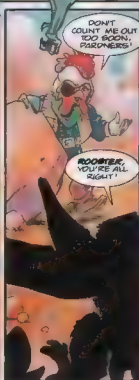
QUEEKLY, ROUND UP THE HERD! DON'T LET THEM GET AWAY!

OKAY, CHITO, WE'LL GET RIGHT ON IT!



WHAT D'YA RECKON, CHITO? YOU THINK HE COULDA LIVED THROUGH THIS?

I DON'T THINK ANYONE COULD LIVE THROUGH A STAMPEDE OF APTERIX, MY FRIEND!



DON'T COUNT ME OUT TOO SOON, FARNERS!

ROOSTER, YOU'RE ALL RIGHT!



IT SURE WAS A CLOSE CALL! I MANAGED TO FIND MYSELF SOME COVER JUST IN TIME!

BUT I CAN'T FIGURE OUT WHAT MADE THEM VARMINTS STAMPEDE IN THE FIRST PLACE!







THOSE CREATURES BELONG TO YOU, DO THEY?

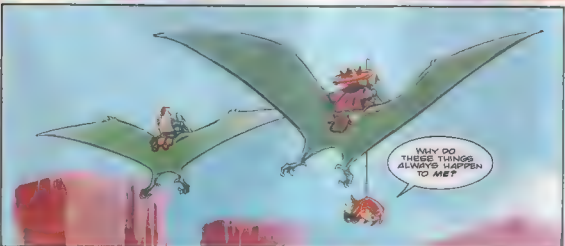
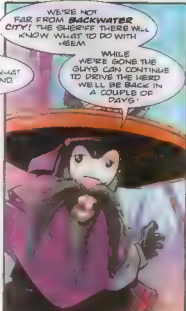


BOSS KROUCH SENT YOU TO SABOTAGE OUR HERD, DIDN'T HE SENOR?



AAAAGGH!







# NIGHTS

## NEWS!



# NIGHTS

into dreams...



A game so breathtaking and enjoyable, which uses the Saturn system to the max, has just been turned into reality...

NIGHTS has been created by the team that brought you the Sonic games. Led by Japanese programming genius, Yuji Naka, Sega wanted them to come up with the best Saturn game ever... and NIGHTS was created.

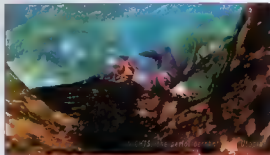
The story behind NIGHTS revolves around the dream

world of Nightopia where our dreams are played out. An evil being named Wizeman the Wicked, is gaining tremendous power in this domain through his creations - the Nightmares. He uses an army of evil Nightmares to capture precious dream energy from humans. If he is not stopped, he will rise from the dream world and enter our world. No power on earth will be able to stop him. As Wizeman's horrible Nightmares start fulfilling this dastardly plan, a Nightopian escapes from the battle to beg one girl and one boy to help in saving both the dream world and the waking world from this evil being. Elliot and Claris are the young folk chosen to take on the Wizeman.

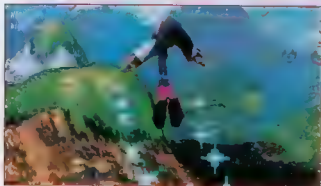
Elliot and Claris are special as they possess red ideya - a rare courage or energy. This enables them to face off against the horrors that lurk inside the world of dreams. When these two enter Nightopia it is clear



that they need to recapture four other types of dream energy, white, green, yellow and blue ideya must all be recovered. To do this, they need the help of NIGHTS, a brave Nightopian aerial acrobat who has refused to help the Wizeman with his evil schemes. NIGHTS knows that because Claris and Elliot have red ideya, he can merge with either of them and fly his way round Nightopia in an attempt to recover the other energies.



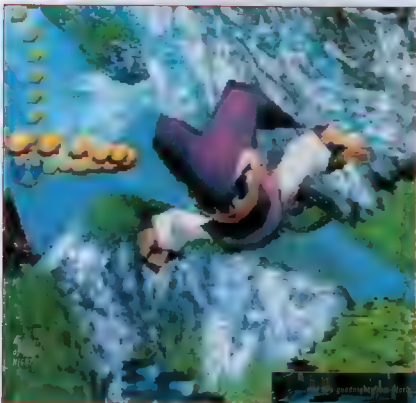




There is so much to do in this game. You can perform aerial tricks for bonuses and experience many different dreamscapes, from the Spring Valley to the Frozen Bell; an icy world. Fighting off the evil Nightmares is also called for, and one impressive way which NIGHTS does this, is by performing a paraloop. This entails a loop-the-loop which makes NIGHTS flight tail cross over itself, creating a vortex inside the gap which sucks in all his enemies in the vicinity! A new artificial-life-intelligence system is also a part of this game. The Nighttopians who live in Nighttopia are cute,

cuddly Flicky-type creatures that have the ability to multiply and act differently in every game. If you land on them or hurt them then they won't be nice to you.

NIGHTS looks set to take on the world! Only seeing it and playing it can give you an idea of how impressive it actually is. Graphics, gameplay, sound and ability are a different class. A new Analogue joypad has also been specially produced to get a looser, easier to roll feel when you're flying NIGHTS around his groovy world. The game and joypad are on sale now for £59.99, although you will be able to buy both separately. It is a true benchmark game for the Saturn system.



Playing the game, NIGHTS, involves learning how to fly with the character, NIGHTS! Using the new Analogue joypad you can fly NIGHTS around to your hearts content. The fluidity of the animation and the graceful way in which it all moves is truly outstanding. The landscapes are colourful, and as NIGHTS paraloops, spins and charges around his universe, you must remember that his task is to collect blue crystals against the clock, so as to recapture the different ideyas.



NEXT ISSUE: ELLIOT PIN-UP!



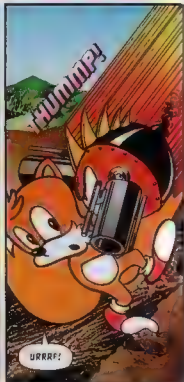
# TAILS Easy Target

Script: LEW STRIBBER Art: CASE SLINT  
Colouring: PDC-PRDS Letter: eg TBM FRM

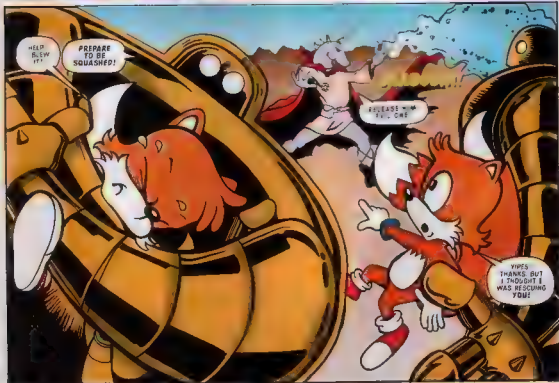
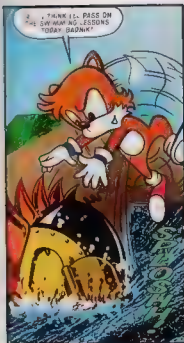
COMPLETE STORY

WITH THE CONSTANT THREAT OF A BADNIK ATTACK AS ON PLANET MOBIUS 2: Silver Pla... 170 04

LOOKS LIKE THAT GUY COULD DO WITH SOME HELP









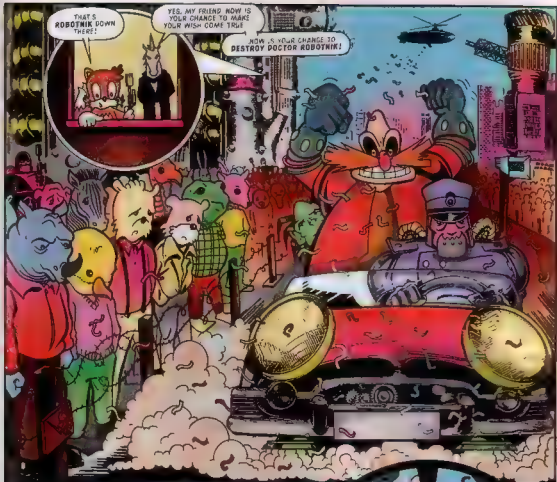




THAT'S  
ROBOTNIK DOWN  
THERE!

YES, MY FRIEND NOW IS  
YOUR CHANCE TO MAKE  
YOUR WISH COME TRUE

NOW IS YOUR CHANCE TO  
DESTROY DOCTOR ROBOTNIK!



JUST PULL THE TRIGGER TAILS, AND  
DOCTOR ROBOTNIK WILL NEVER  
MENACE PLANET MOB US AGAIN.

DON'T  
KNOW

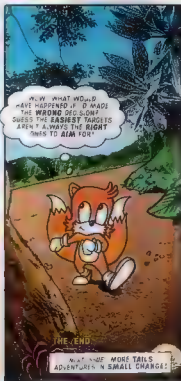
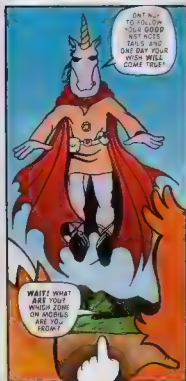
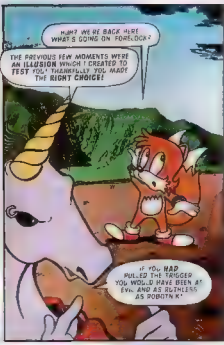


REMEMBER  
TAILS! THIS IS  
AN OPPORTUNITY TO  
BRING FREEDOM TO  
THE WHOLE WORLD!





**FWOOSH!**







## Q ZONE

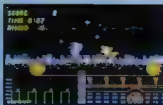
*Q IS FOR QUESTION.*

*Q IS FOR QUERY.*

*Q IS FOR QUANTITY.*

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVORITE SEGA GAMES, ONLY A LINK TO

Q ZONE, SONIC THE COMIC, 25-31 TWISTOCK PLACE, LONDON, WC2H 9DB.



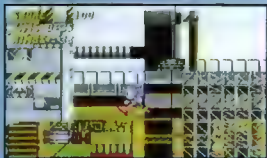
# SONIC THE HEDGEHOG 2 REVISITED-PART 2



## HINTS & TIPS

### LEVEL SELECT

Go to the options screen and select the sound test. Play sounds 19, 65, 09 and 17. Now reset the machine and hold down A whilst pressing Start on the title screen. Bingo! You can now go off to a level of your choice.



### TURN INTO SUPER SONIC

Do the above level select cheat, then play these tunes on the level select screen: 04, 01, 02, and 06. Select your starting level and proceed to collect 50 rings. Press button B and C together to transform Sonic into Super Sonic.

### STARTING THE GAME WITH 14 CONTINUES

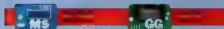
Go to the options screen and play the following tunes: 19, 65, 09, 17, 01, 01, 02 and 04. Next, highlight Player Select and press Start. You'll now begin on level one with 14 continues.

### CHANGE THINGS AROUND

Enter the level select cheat. Next, enter the following codes using the Sound Test option on the Level Select screen: 01, 09, 09, 02, 01, 01, 02 and 04. Observant Boomers will realise that this spells out the date for 'Sonic 2sday' (24/11/1992), that memorable day when Sonic 2 was unleashed on the world!



Select the stage that you want to start from and hold down A and Start. You may notice the score is scrambled, but don't worry as this won't effect the game. Pressing B will change Sonic into part of the scenery. The A button enables you to go through the objects, so you may place anything from a spike to a ring on-screen (selecting C will place the chosen object into the game). If you want to return to the game just press B.



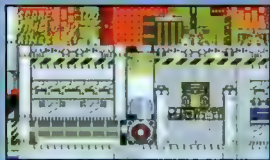
## SKY HIGH ZONE

Most Boomers have found the hang-glider tricky to control. However, the main thing to remember is to first take a run-up as this gives you more lift once you're in the air. Keep pressing left on the D-pad and release, as this makes the glider go up, as well as slowing it down. The wind will also give you a push, making it easier to reach the next platform safely. Remember that the faster the pace you're travelling at on take off, the further you'll go in the air. Also, try not to press left on the D-pad too frequently (unless you're falling) as this slows you down.

## DISCOVER HIDDEN LEVELS

### LEVEL SELECT

To activate, first make sure your machine is turned off. Plug your control pad into port 2 and press Up, Left diagonal and buttons 1 and 2 simultaneously. Turn the console on and, keeping all of the aforementioned pressed on your joystick, wait until Sonic runs completely across the screen. Let go and plug the controller into port 1, press button 2 twice, and the level select screen will appear.

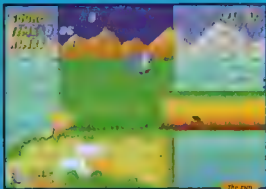


### LEVEL CHEAT

When the Sega logo disappears, press Up, Left and both buttons on the joystick in port 2 and slowly count to twelve. Now hold down, Up and Right and count to five. Press Up, Left and the two buttons again. When Doctor Robotnik goes off the top right of the oval, press Up and Right until both Sonic and Tails appear. Plug your joystick into port 1, press button 2 and a level cheat will appear.

### EXTRA LIVES

Start by going to Sky High Zone Act 2, and go to the bottom of the level and pick up the invincibility TV. Jump onto the ledge above it, go right across the spikes and pick up the extra life. Now go away and come back and the life will be there again. Repeat this to gain as many lives as you require.



NEXT ISSUE: More Sonic 2  
- Chaos Emeralds! Plus, Sonic 3 part 1!



# SONIC'S WORLD Future Shock

AN ELDERLY HEDGEHOG IS CLAIMING TO BE SONIC FROM THE DISTANT FUTURE! SONIC AND THE GANG DOUBT HIS STORY AND SO A DOCTOR RUNS VARIOUS TESTS.

THE DNA PATTERNS FROM YOUR CELL SAMPLES ARE IDENTICAL! LOOKS LIKE THIS IS YOUR FUTURE SELF, SONIC.

NO WAY! THIS HAS GOT TO BE A TRICK!

JUST GET THIS THROUGH YOUR SKULL, YOUNGSTER! I AM SONIC THE HEDGEHOG! NOW WILL YOU LISTEN TO WHY I'M HERE OR NOT?

LET'S HEAR HIM OUT, SONIC!

DON'T TELL ME Y'OU BELIEVE THIS OLD FAKE AMY!

THIS KINDA THING'S HAPPENED BEFORE! I BET IT'S METAMORPHIA THE SHAPE-SHIFTER!

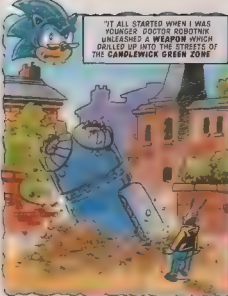
BUT METAMORPHIA LOST HER SHAPE-CHANGING POWERS, SONIC! IT CAN'T BE HER!

\*SEE "MYSTERY VILLAIN" IN STC 83 - "Megadroid"

FACE FACTS, KID! I'M THE REAL DEAL, SO BUTTON IT AND HEAR MY STORY!

HAM! AT LEAST IT SHOULD BE GOOD FOR A LAUGH!





"IT ALL STARTED WHEN I WAS YOUNGER. DOCTOR ROBOTNIK UNLEASHED A WEAPON WHICH DRILLED UP INTO THE STREETS OF THE CANDLEWICK GREEN ZONE

"IT WAS THEN THAT I MADE MY BIGGEST, MOST UNCOOL DECISION

WOW! WONDER IF THAT THING'S ARMED?

STAY COOL, JOHNNY! IT'S JUST A BIG DRILL! ATTACK!

BUT IT WAS DEADLIER THAN I THOUGHT!

**ZZAPP!**

NOOOO!

"SHOCKED BY WHAT I'D LED MY PALS INTO, I OFFERED NO RESISTANCE WHEN THE TROOPERS ARRIVED."

THEY THEY'RE ALL GONE!

FOR YOU HEDGEHOG THE WAR IS OVER!



"WITH NO ONE TO STOP HIM, ROBOTNIK TURNED MOBIUS INTO AN EVEN WORSE PLACE"

"BLAMED MYSELF FOR WHAT HAPPENED AND BECAME A PRISONER OF ROBOTNIK'S FOR MANY YEARS"

"MY ESCAPE ATTEMPTS FAILED EXCEPT FOR THE LAST ONE"

END OF STORY DUDE!  
I WOULD NEVER PUT  
MY FRIENDS ON THE  
LINE LIKE YOU DID!

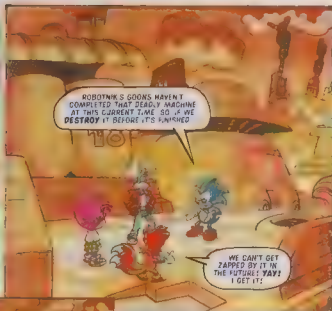
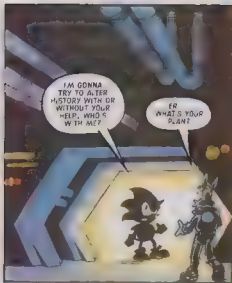
I ADMIT I MADE A DUMB  
DECISION AND THEY PAID  
THE PRICE! NOW I'M HERE  
TO CHANGE HISTORY!

YOU STILL HAVEN'T  
TOLD US HOW YOU  
TRAVELLED BACK  
TO OUR TIME!

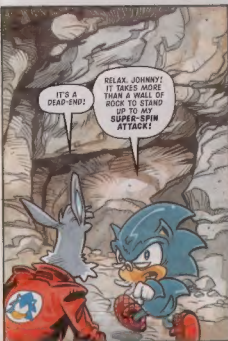
"WHEN I ESCAPED AMY, I RAN FASTER THAN I'D EVER RAN  
BEFORE! I GUESS MY SPEED BROKE THE TIME BARRIER!"

OH PLEASE!  
WHAT  
RUBBISH!









NEXT ISSUE: THE TANTALIZING TRUTH!





# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SNICK THE COMIC, 29/31 THISTLE PLACE, LONDON W6TH 9SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA MEGA HOG TAG!



## SPECIAL CASE!

Hello STC,

I live in Germany and have a subscription to STC. However, this doesn't include the Sonic or Knuckles Specials, which I want desperately! As I can't go to the U.K. to buy them, and I don't know anyone over there who could send them to me, could you please let me know how I can order them?



Alessandro Sanasi,  
Stein, Germany.

Sega Mega Hog Tag Winner.



For you Alessandro, and any other Boomers who've had difficulty obtaining the 'Specials' or back copies, contact...

A.I.M. Ltd., Subscriptions Department,  
PO Box 10, Sunderland, SR4 6SN,  
England. Telephone (0191) 510 2290.  
Alessandro, there's obviously a different code from Deutschland, but remember that parent-humes can be a bit odd about international calls being made - even if it is in honour of a certain blue hedgehog!

Who said Doctor Robotnik didn't have a heart!



Jennifer Kitching, Yarm, Cleveland.  
Sonic & Knuckles Hog Tag Winner.

## A SHADE BETTER!

Dear Megadroid,

I'm glad to see that Sonic the Hedgehog 2 is being featured again in the Q Zone. Also, I thought I'd let you know that those shades you wear make you look as cool as a penguin with frost bite! Paul Edwards, Erdington, Birmingham.  
Sega Mega Hog Tag Winner.



STC aims to please, Paul. As for the shades, it's to cover up the glazed, lifeless look I've developed since I began mixing with the humes-who-think-they're-in-charge!

## DECAP A-BACK!

Dear STC,

Even though I live in South Africa, I've been collecting STC since it began. My favourite comic strip is 'Decap Attack', which is so funny. Will the mad Decappers be returning in the future?



Jeffrey Pearce,  
Cape Town, South Africa.  
Sega Mega Hog Tag Winner.



Too f-right, Jeff! Lunacy is looming as the Professor, Chuck and Igor make a monster comeback in STC 89 - a mere two issues away.

## EVEN FASTER THAN GIGGS



Joel Guthell & Andy Wong,  
Leigh-on-Sea, Essex.  
Sonic & Knuckles Hog Tag Winners.



Send your e-mail  
messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal)  
address if you want to win a prize!



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IN YER FACE  
PIN-UP!

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## DATA STRIP

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SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 87

% 

Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.





# NiGHTS

Sega's latest Saturn release!